U/SNS-A3CE-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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Thank you for selecting the Donkey Kong Country 3: Dixie Kong's Double Trouble™ Game Pak for your Super NES®. Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

KIDS TO ADULTS
ANIMATED VIOLENCE

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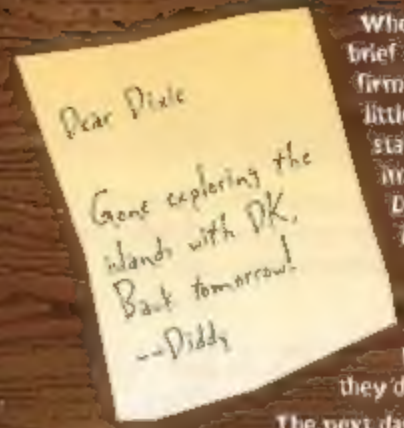
Trouble Again!

Months after their victory against King K. Rool and his army of baddies, the Kongs were still celebrating. Soaking up the sun in their favorite glade on DK Island, Donkey Kong and Diddy Kong often slung up hammocks, hit the music and spent the day chilling out with banana milkshakes. If she couldn't think of anything better to do, Dixie Kong sometimes joined them.

This morning, though, Dixie was surprised to find Diddy's room deserted. Up and about so early? That wasn't like him. It was only as she turned to leave that she spotted the scribbled note on the table. "Gone exploring the islands with DK," it read. "Back tomorrow!" Dixie could remember at least three times that they'd already tried this plan. Each time, they'd never made it further than the beach. That's where she first went looking for them.

She realized well before she got to the beach that it was far too quiet for Donkey and Diddy to be anywhere near. Surely they hadn't followed one of their hare-brained schemes all the way through for once? The sun moved slowly across the sky and melted on the western horizon. Dixie hoped that her friends were having fun, wherever they were, as she settled into bed with a yawn.



When morning came again, another brief swing through the branches confirmed that Diddy was still off on his little expedition. Dixie found herself starting to worry. She could only imagine what kind of trouble Donkey Kong and Diddy Kong were into. As the day crawled on and the night fell on the jungle, neither of the primates showed up. Again, Dixie could do nothing but head home to bed and hope that they'd be back by dawn.

The next day came, but neither Donkey nor Diddy returned. Dixie had to find out what those two primates were doing! She made her way to the southern part of DK Island and swam to the nearest mainland.

When she got there, she happened upon Wrinkly Kong's home. Wrinkly Kong told Dixie that the boys had passed by, but they hadn't said were they were going. She suggested that maybe the boys visited Funky Kong at his beach shop. As Dixie was leaving, Wrinkly asked if she'd look for the mysterious Banana Birds. The birds have been seen in the cave across from Funky's Rentals, but no one seems to know how to get them out. Dixie agreed and thanked Wrinkly for her help. She set out to see Funky at his shop.

Funky Kong was busy working on one of his inventions, and his shop was full of unusual items. He can find a use for anything that he gets his hands on. Funky told Dixie that the only visitor he's had all week was Kiddy Kong. Funky pointed across the room to the cuddly toddler who was chewing on an old spare tire. Funky asked Dixie if she wanted to take Kiddy with her. He's strong and can take good care of himself. Dixie agreed and the two were off. Before they left, Funky told them to keep their eyes peeled for some cool junk! He also told them to visit his friendly pals, the Brothers Bear, for help.

Once on their travels, Dixie and Kiddy discover a whole new collection of Kremlings who seem to have a new Master named KAOS.

Starting the Game

First, you've gotta plug the cartridge into your Super NES. Then, turn the power on. Press START when you're ready for a great adventure!

SAVE SLOT

When you start the game, you'll get to the slot in which to save your progress. You will choose the type of game (1P GAME, 2P CONTEST or 2P TEAM) and then you'll enter your name (up to five characters). You'll be able to copy and erase your saved games from this screen, too. If you're continuing a previously saved game, you'll be able to select the saved game on this screen.

GAME PLAY MODE

There are several ways you can play Donkey Kong Country 3. The traditional way to adventure is in one-player mode; however, you can experience two-player excitement with DKC3 too!

1P GAME In this mode, you control both characters to see if you can finish all of the levels.

2P CONTEST Take turns with a friend to see who can finish the most levels in the shortest time.

2P TEAM Both players take turns. One player controls Dixie Kong, and the other controls Kiddy Kong.

Continuing the Game

One of the coolest features in the Kongs' video game adventures is the ability to save your progress. Check out the following information about how to save your games.

WRINKLY'S SAVE CAVE

First, you'll have to make it to Wrinkly's Save Cave so that Wrinkly Kong can save your game. Wrinkly has a cave in each world! When Wrinkly Kong saves your game, you'll see a summary of your progress on the screen.

*These items help you advance farther in the game or reach new locations in previous areas. You get them from some of the bears and level bosses.

Game Screen

During game play, the different counters appear when you collect an item. The following things might appear on the screen.

BANANA COUNTER

This keeps track of how many bananas you collect. Get 100 for a free life!

K-O-N-G LETTERS

Collect the set to earn a free life.

LIFE METER

This appears when you get an extra-life balloon, or lose a life, to let you know how many lives you have remaining.

BEAR COIN

Collect these coins to pay for items in the bears' shops and also to pay for Swanky's games.

See page 22 for more information on coins.

TIMER

In the Bonus Levels, you will have a limited amount of time to get the Bonus coins.

Map Screen

During your DKC3 adventure, you'll have many terrains to explore. There are eight worlds to conquer, ranging from the depths of Lake Orangatanga to the dizzying heights of the majestic K3. In each of the worlds, Wrinkly will help you save your game. Also, in each area, the Kongs have the opportunity to visit the Brothers Bear. Each of them has a task or problem that you can try to help them.

WORLD MAP

AREA MAP

Helping them out means good news for you. To guide your progress across the maps, a Krem Flag will show you where to visit next. If you complete a level, you will raise the flag of your leading Kong character, pink for Dixie, blue for Kiddy. If you find all of the bonus rooms, the flag will fly fully in the wind. If you manage to defeat the Koin baddy, a special gold pennant will also appear on the flag pole.

Controller Functions

You've got a bunch of things you can do with your characters. With all of these different movements and attacks, you should study this section thoroughly before you begin your adventure.

+Control Pad

UP
- Move characters up ropes
- Make characters swim up faster
- Hold up to throw barrel, or throw teammate upwards when releasing Y Button

DOWN
- Make characters crouch
- Make characters move down ropes
- Make characters swim down faster
- If holding a barrel, press down and release Y Button to put it down

UP AND DOWN
- Toggle between high/low throw in Snow Biss game
- Choose between options in Kong Family rooms and shops
- Swerve Squitter's shots when fired (both attacks and web platforms)

LEFT AND RIGHT
- Move characters left and right
- Make characters exit quickly from rooms
- Fire side thrusters on rocket barrel

UP, DOWN, LEFT AND RIGHT
- Move vehicles and characters around both sub and world maps

L and R Buttons
- Spin Squitter's web platform
- L Button: Use to have Ellie grab water
- R Button: Use to have Ellie shoot water

Y Button
- Tap to Roll as Kiddy Kong
- Tap to Helicopter Spin as Dixie Kong
- Hold to Helicopter Spin in the air with Dixie Kong
- Pick up barrel, release to throw
- Pick up barrel with Squawk's relative, release to throw
- Pick up barrel with Ellie, release to throw
- Buck barrel towards Ellie, release to throw
- Press and hold to move faster
- Execute Animal friends' normal attack
- Execute Water vehicles' turbo when held down
- Throw other character when teamed up

X Button
- Jump off animal friend
- Honk horn in water vehicles

B Button
- Make characters jump
- Press to fire players from barrel
- Throw balls in 3D sections (Swanky's Side Show)
- Press to enter levels or rooms.
- Choose option in family rooms and shops
- Disembark from vehicles on main world map
- Make Squawks flap his wings to gain height

A Button
- Team up when you have both characters
- Split up team when you are teamed up
- Spin Squitter's web platform
- While holding down on the +Control Pad, use Ellie's trunk to get water from the lakes and waterfalls
- Tap to fire water shots from Ellie, or hold down for rapid fire
- Throw balls in 3D sections (Swanky's Side Show)
- Charge up Enguarde for his special attack
- Disembark from vehicles on the main world map

START
- Pause game

SELECT
- Change characters when you have both
- Switch between players in Two-Player Team mode

Dixie Kong

Dixie Kong is in the starring role as she quests across the islands in search of her friends. She has terrific adventuring abilities as she navigates tough terrain with her Helicopter Spin.

DIXIE'S ADVANTAGES

Dixie Kong is a superb jumper. Using her Helicopter Spin, she can make unbelievably long leaps to avoid obstacles. Her Helicopter Spin is also handy for slowing her descent.

DIXIE'S HELICOPTER SPIN

Spinning her ponytail to create a helicopter effect gives Dixie Kong an almost unfair advantage. By pressing and holding the Y Button, she can virtually float on air as she falls. Her Helicopter Spin is also a force to be reckoned with on the ground as she whips her hair around to defeat enemies.

THROW

Dixie Kong tosses barrels and kegs with her ponytail! She holds the barrels above her head, giving her a slightly different throwing trajectory than Kiddy's. Press up on the +Control Pad while throwing to launch an item upward.

SWIM

Growing up on an island, Dixie Kong learned how to swim at a young age. She's as much at home in the water as she is in the trees. Tap the B Button to make Dixie Kong swim. Press and hold the Y Button while swimming to make her swim faster. Use the +Control Pad to guide Dixie Kong through underwater obstacles.

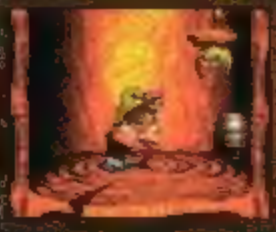
RUN

Press and hold the Y Button as you move the +Control Pad to make Dixie Kong run. Running is helpful when you're trying to beat the clock in a bonus level. While running, Dixie Kong will automatically pick up items.

CLIMB

Being a monkey, Dixie Kong can climb like crazy. Press and hold the Y Button to climb faster.

Team Up



THROWING

If Kiddy throws Dixie upwards, she can reach places that are out of the normal jump range. If Dixie throws Kiddy upwards, she can steer him to drop down and smash fragile holes.

ROLLING

If Dixie throws Kiddy against a wall then jumps on him before he stops moving, she can ride him as if he were a steel barrel.

Kiddy Kong

Kiddy's a portly toddler with lots of power. He can reveal secret areas by breaking down doors and smashing the ground. He's much like Donkey and Diddy Kong in the way he seems to get into trouble all the time.

KIDDY'S ADVANTAGES

Kiddy's roll enables him to make jumps that are longer than the average jumps. Also, notice that Kiddy carries the barrel out in front of him and that it acts like a shield as he runs into enemies. Kiddy can also skim across water by rolling from land and tapping Jump as he hits the water. This will help you traverse long water sections easily, without having to swim through all the baddies below.

ROLL

Kiddy's signature roll attack lets him bowl over enemies. If he rolls off the edge of a platform and then jumps, he'll jump farther than normal.

THROW

Kiddy can pick up barrels and certain enemies (after stomping on them), and then toss 'em like yesterday's trash! Press up on the +Control Pad to launch an item upward.

JUMP

Jumping is a vital skill if you plan on finding Donkey Kong and Diddy Kong. You can jump on top of some enemies to attack them.

SWIM

You might think that because Kiddy Kong is so big, he'd sink to the bottom of the lake. That's not true! In fact, Kiddy Kong is quite a good swimmer. Tap the B Button to make Kiddy swim. Press and hold the Y Button to make him swim faster. Use the +Control Pad to guide Kiddy Kong through underwater obstacles.

RUN

Hold down the Y Button as you move to make Kiddy run. Running makes the game faster and more exciting. While running, Kiddy Kong will automatically pick up items.

CLIMB

Yes, this young ape can climb like the rest of the Kongs. Press and hold the Y Button to make him climb faster.

Kong Family

Everyone's getting in on the act! This time around, the Kong Family members offer their services for free, with the exception of Swanky Kong (of course)! You'll find Kong Family members in every world.

FUNKY'S RENTALS

He has opened up his own boat rental shop, which the Kongs can use for free.

WRINKLY'S SAVE CAVE

She stays at home this time, exercising, watching T.V. and playing video games! Stop by for a visit and she'll save your game.

SWANKY

His show's on the road now. Play the throwing game to win top quality prizes.

CRANKY

Your opponent in the throwing game, Cranky has the chance to prove he's No. 1.

Animal Friends

ELLIE THE ELEPHANT

This hefty young herbivore can use her trunk to pick up and shoot barrels at enemies. She can also suck barrels toward her if they're out of reach. Ellie has the ability to suck up water, which she uses to shoot at the baddies.

ENGUARDE THE SWORDFISH

If you caught Enguarde in a previous adventure, you know he's a keeper. Using his incredible swimming ability and his sharp bill to knock out enemies, Enguarde is a great friend to have on your side!

SQUAWKS THE PARROT

He can fly, but he's no lightweight! The egg-spitting Squawks returns from previous adventures to lift Dixie Kong and Kiddy Kong to higher ground! Squawks has relatives who can pick up barrels with their claws and bomb the baddies below.

SQUITTER THE SPIDER

He's a blast from the past! Squitter returns to shoot his webs, which can take out most baddies with ease. His web platforms create stepping stones across gaps that would normally be impassable.

PARRY THE PARALLEL BIRD

This fellow is never too far away and helps you collect out-of-reach items. Once you release Parry, he will follow you from above, collecting items.

Kremlings & Baddies

Here are just a few of the Kremlings and Baddies that will try to stop you from finding Diddy and Donkey.

KOBBLE
Standard Kremling baddy, a real pushover.

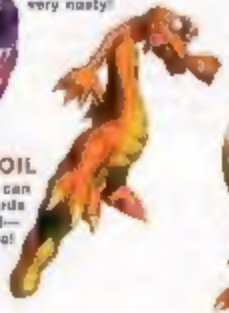
KRIMP
Sharp-toothed snapper who goes for players' heels.

KRUMPLE
A real tough guy. Among the Kremlings, don't take him head on! Dixie Kong bounces off Krumple if she jumps on him. Kiddy Kong will defeat him with a single bounce on the head.

KAPTER
Propeller-wielding baddy that can dive from the skies to attack. You can gain height by jumping repeatedly on Kapter's head.

KUCHUKA
Cowardly character who tidies in his barrel-throwing bombs—very nasty!

KLASP
Exclusive rope baddy who shimmies towards the players. This tough member of the Klasp family who'll home in on you if you stay on the same rope for too long.



RE-KOIL
His springy tail can propel him towards players at speed—beware!

BAZUKA
He's armed with a powerful launcher that can fire just about anything. If Bazuka is firing horizontally, you can safely stand on the barrel of his gun.

SNEEK
Sneaky rat baddy who scares Ellie if she ever sees him.

BRISTLES
Tough hedgehog baddy with a roll attack. Defeat this guy only from the front.

KOIN
This defensive baddy will protect the DK Coin at all costs. The Steel Barrel is the only thing that will defeat Koin.

BUZZ
Multi-talented flying baddy, whose buzz-saw protects his whole body from attack. A red-colored Buzz can not be defeated.

SWOOPY
Sharp-beaked peril who can get stuck in the wood if he misses the players.

KOCO
Colorful clown-fish that patrols the waters on DK Island.

NIBBLA
This hungry fish is your friend—unless you don't keep him constantly fed!

BOUNTY BASS
Gluttonous fish that holds big bonuses if you get a chance to defeat him.

New Features

This section describes what's new in the game.

BROTHERS BEAR

This time, in addition to being helped by the Kongs and your animal buddies, you can call on the services of the Brothers Bear, who live in cabins all around the world and sub-worlds. There are thirteen of these friendly characters, and each one of them offers you something totally different.

BAZAAR
The shopkeeper of the island has many goods for sale, at a price!

BARNACLE
This guy runs the gift shop. He drives a hard bargain, so be prudent with your spending. Sometimes it's worth spending a little extra for a necessity.

BRASH
He's big, he's bad and he's got an attitude to match. Kongs beware!

BLUNDER
He tries to be sarcastic but gives secrets to the players accidentally.

BLUE
His name says it all; he's a very unhappy bear. Can you cheer him up?

BRIGADIER BAZOOKA
Brigadier Bazooka is an old army veteran of the Kremean war.

BLIZZARD
He's trying to scale K3.

BRAMBLE
Bramble's the name. Botany's the game. This bear just loves flowers.

BENNY AND BJORN
These two identical twins run the ski lifts on the mountain.

BARTER
This cheeky bear just "barrows" and swaps items as he needs them.

BAFFLE
Baffle loves codes and spends days at a time trying to decipher them.

BOOMER
He holds the secret to the Lost World, but you have to find him first.

BANANA BIRDS

As you progress through the quest, you'll find Banana Birds. Once rescued, these mystical birds will fly to the Save Cave, where Wrinkly Kong looks after them.

SWANKY'S SIDE SHOW

This time, Swanky has got a great new side-show game. The game focuses on throwing. In the one-player game, Cranky finally gets a chance to show how good he really is as he will be your opponent!

FUNKY'S RENTALS

VEHICLES The vehicles provide progressive access during the game; Funky creates new ones for you to explore further around the main map, where a previous vehicle would not make it. We'll show you two of the vehicles. Can you find more? There's a rumor that Funky has a special vehicle for master players.

HOVERCRAFT

The next step up, the hovercraft has more power against the currents.

MOTOR BOAT

At the start of the game, this will be all that the characters have available.

Treasure & Items

DK COIN

You'll have to defeat a Kremling named Koin to get this golden treasure! You haven't really finished a level until you've collected the DK Coin.

BEAR COINS

Use these coins to play Swanky's games and to pay for items in the Brothers Bear shops. You'll find these coins all over the continent.

BONUS COINS

You'll earn Bonus Coins in all the Bonus Levels hidden throughout the game. You can use Bonus Coins to pay off Boomer in return for his big secret! There are four types of Bonus Levels. In these levels players will need to collect a set amount of stars within the level, grab a set amount of stars which appear one at a time, defeat all the baddies on the level, or find the coin which is in the bonus level.

BANANAS AND BANANA BUNCHES

It's possible to get every banana. The bananas may point you in the direction of secret areas, hidden items, or the end of the level.

NO ANIMAL SIGN

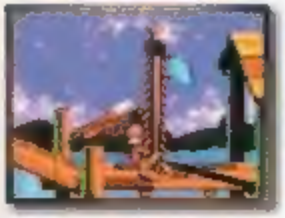
This sign indicates that your animal friend cannot continue beyond this point. If you try to go past, he'll simply disappear. You'll be rewarded depending on how difficult it was to reach the sign.

EXTRA-LIFE BALLOONS

Pop one of these things to get an extra life.

KONG LETTERS

Collect the letters to spell KONG and earn an extra life.



LEVEL FLAG

To beat a level, raise the flag by grabbing the rope at the end of the level.

Barrels

There are tons of barrels throughout the continent. You can learn what most of them do by simply jumping into them.

AUTO-FIRE BARREL

This barrel will automatically launch you in places you probably couldn't reach otherwise.

TNT BARREL

TNT Barrels explode when they are thrown. The explosion from this barrel can open hidden areas.

BONUS BARREL

Bonus Barrels launch you into Bonus Levels when you jump into them.

DK BARREL

Here's where you'll find your partner if you don't already have him or her with you. If you already have both characters, you won't be able to break this Barrel when it is in mid-air.

INVINCIBILITY BARREL

Break these barrels to gain temporary invincibility.

TRACKER BARREL

These barrels will shoot you out and then follow you to the left or right.

STEEL BARREL

You'll find these scattered about the island. Picked up and thrown, they make good weapons to bash enemies with. These things are reusable, too!

STAR BARREL

Star Barrels mark a midway point in the stage. If you break one of these barrels, you'll continue from that point if you lose a life later in the level.

ENGAURDE BARREL

Swim into this barrel and you'll turn into Engaurde the swordfish.

SQUAWKS BARREL

To reach higher areas, you've got to try this barrel. You'll become the egg-spittin' Squawks.

SQUITTER BARREL

Oh, what tangled webs we weave. If you encounter this barrel, you can become the eight-legged Squitter.

[illegible] BARREL

Jump into one of these barrels and you'll be launched to higher ground.

ELLIE BARREL

This is how you become Ellie. Simply jump in and you'll be transformed.

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DKC 3 . . . A TO Z!

OK, so you've beat through the manual. That's good--you know the basics. But there's SO much more! Exactly the reason we've enlisted the pros at Nintendo to produce a lavishly comprehensive PLAYER'S GUIDE for DKC 3. Oh, by the way, getting all of those Bear Coins can really be a bear. (Actually, it's a bear-and-a-half...we round down to keep it simple.) But it's no trouble at all if you've got the DKC 3 Player's Guide!

Call 1.800.255.3700 to order your copy!

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